

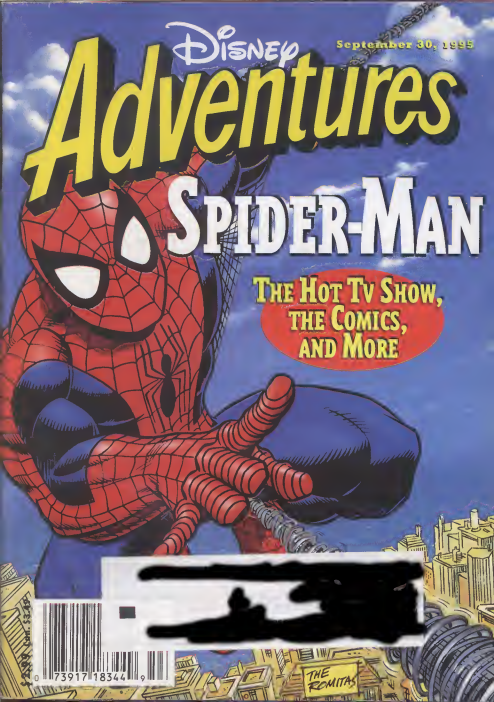
Disney

September 30, 1995

Adventures

SPIDER-MAN

THE HOT TV SHOW,
THE COMICS,
AND MORE



73917 18344 9

THE
ROMITAS

Steven Spielberg presents pinky & the brain

THIS SEPTEMBER, YAKKO,
WAKKO & DOT ARE LEAVING
THEIR OLD NETWORK
BEHIND! THEY'RE
COMING HOME TO YOUR
LOCAL WB STATION
FOR THE START OF
"KIDS' WB!"

Earthworm Jim

Steven

Steven Spielberg presents
Freakazoid!

Steven Spielberg presents Animaniacs
• Sylvester
& Tweety

KIDS' WB! SWEETSTAKES!



**WATCH KIDS' WB! PREMIERING
SATURDAY, SEPT. 9TH/
SUNDAY, SEPT. 10TH* GET
CARTOONED!**

Watch Kids' WB! premiering the weekend of September 9, 1995, on your local WB station. Answer the questions listed below and have a chance to win a trip to Hollywood. You'll get to meet the Animaniacs, your Warner Bros. Studios, and (best of all!) be turned into a cartoon character who will appear on a Kids' WB! show. Winner will be selected in a random drawing.

*** Check local listing for day, date and time.**

- QUESTIONS**
- Who is the tallest of the Warner siblings?
 - What is the name of Earthworm Jim's canine sidekick?
 - Sylvester is a cat. Tweety is a bird. What is Hector?
 - What do Pinky and The Brain do every night?
 - What is Freakazoid's real name?

TO ENTER: PRINT YOUR NAME, COMPLETE ADDRESS, ZIP CODE, DAYTIME TELEPHONE NUMBER AND ANSWERS TO QUESTIONS ON A 3" X 5" PIECE OF PAPER, AND MAIL TO KIDS' WB! SWEETSTAKES, P.O. BOX 8693, CALABASAS, CA 91372-8693. ENTRIES MUST BE RECEIVED BY OCTOBER 31, 1995.

SPONSORED IN PART BY

JELLO®

**Kool-Aid®
Bursts**

***IN CHICAGO, CATCH KIDS WB!
ON WCIU, CHANNEL 36.**

and deposit telephone number on an official entry form, or a
reply, and answering the questions will not involve
responsibility will be accepted. Neither the WB Television Network,
of its network. The correspondence will be administered or entered into. 2. No correspondence is open to local residents of The United States who are located (13) years of age and younger. Employees of The WB Television Network, Earth Link, Inc., their affiliated
related to a random drawing from all eligible correct entries received under the supervision of EPAC, Inc., an independent judging organization, on or about November 2, 1995. Those who by a minor will be marked in the name of a parent or legal guardian of the
the winner's name will be notified by mail. Prizes: Winner and Winner's parents or legal guardian will be required to sign and return an affidavit of eligibility/liability and liability release within seven (7) days of the date of notification. In the event of non-compliance
of The WB Television Network. The Prize consists of round trip coach class tickets for up to four persons from the nearest airport from the Winner's home to Los Angeles, California. The Winner, and family members, will receive a tour of Warner Bros. Studios, a personal introduction to Warner
of The WB. The Winner is responsible for transportation to and from his/her home to the airport nearest to Warner's home. Winner must complete the trip to Warner Bros. Studios by February 28, 1996. The date of the trip must be coordinated with The WB
not be ruled upon. Winner is responsible for all air, hotel and local taxes, and gratuities associated with the Prize except as specified herein. No transfer or substitution of Prize will be permitted, except if Prize is the Judgment of The WB Television Network, Inc.
resides The WB Television Network, Earth Link, Inc. and their respective agents, affiliates, directors, officers, employees, or agencies from any and all liability for injuries or damages of any nature whatsoever, caused by this Sweetstakes, or resulting from the accept-
without payment or consideration unless prohibited by law. 8. For the name of the Prize Winner, available after November 15, 1995, send a self-addressed stamped, legal size envelope by December 31, 1995 to P.O. Box 8155 Calabasas, California 91302-8155.

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"Brain, are we going to take over the world?"



PINKY & THE BRAIN

"No Pinky, just Sunday nights!"



SUNDAY NIGHTS!

sister, sister



kirk

(KIRK CAMERON) NEW (WEDNESDAY)



ON YOUR LOCAL WB STATION

For a complete list of WB's new shows, visit us online at www.wb.com or call 1-800-WB-TV. New shows start on Wednesday, September 10th.

simon

(NEW, MONDAY 9PM)



THE WB TELEVISION NETWORK

Hello



Here at **D.A.**, we take adventure pretty seriously. (It is part of our nome, after oll!) So in this issue we're launching an exciting new series starring Mr. Adventure

(otherwise known as

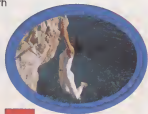
senior editor Seon Plottner). Seon will travel the world in search of spine-tingling experiences; you can read his first story on page 34.

And you can join the adventure by letting us know where you would go—and what you would do—if you were Mr. Adventure.

Would you ski to the North Pole? Perform stunts in a Hollywood movie? Hunt for buried treasure? Scuba dive in

shark-infested waters?

Write and tell us your dream...and don't forget to



ADVENTURE

OLL!

Phyllis



FRENCH TOAST PROFILE

NAME: D'Arby Lamont

AGE: 6

HOMETOWN: Winston Salem, North Carolina

LATEST ACHIEVEMENT: Ate broccoli.

HOBBY: Chasing my little sister with my remote control car.

FAVORITE ACTIVITY: Saving the universe with my Power Rangers.

FAVORITE CLASS: Karate (after school).

BIGGEST SECRET: Have to sleep with the light on.

GOAL IN LIFE: Be the head of a toy company.

CLOTHES: French Toast.

© 1995 Lollypop Ltd. Mighty Morphin Power Rangers™ and © 1995 Soban. All Rights Reserved.

How to become the star of the next French Toast Profile.

You can become a French Toast Profile model (if between the ages of 2 and 14 & a U.S. or Canadian resident). No purchase necessary. 1,000 finalists for judging will be selected in a random drawing. To get a copy of the complete official rules please send a self-addressed envelope to: Rules (Contest #3), Become a French Toast Model, P.O. Box 787, Gibbstown, NJ 08027.

FOUR GRAND PRIZES

Four winners will... 1) become a French Toast model and be eligible to be featured in future French Toast Profile ads. 2) Receive a one year representation agreement with Wilhelmina Models. 3) Receive a Compaq Personal Computer. (ARV \$2,000)



25 1st PRIZES

A set of 25 comic books from DC Comics. (ARV \$50)

25 2nd PRIZES

Monopoly Games from Parker Brothers. (ARV \$30)

100 3rd PRIZES

Barbie products from Mattel. (ARV \$30)

100 4th PRIZES

Mighty Morphin Power Ranger toys from Bandai. (ARV \$30)

100 5th PRIZES

Wilhelmina's World of Child Modeling Guide Book. (ARV \$15)

OFFICIAL ENTRY FORM

To enter please enclose entry form (or copy of entry form), photo of your child, and a descriptive profile utilizing the profile categories from the ad above. Send it to: Become a French Toast Model (Contest #3), P.O. Box 844, Gibbstown, NJ 08027. All entries must be received by July 15, 1995.

Name

Address

City/State Zip Code

Telephone Age

Date of Birth Sex Size

Date of Entry Height Weight

Clothes, footwear and accessories.
You don't eat 'em. You wear 'em.

**FRENCH
TOAST™**

September 30

1995



page 14

Zip Code Your letters and kid pics **page 8**

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D.A.'s Ultimate Cool School Bungee-jumping 101, substitute teacher Jim Carrey, "Star Trek" uniforms—here's your dream school **page 14**

Ticket D.A. visits kid stars of *The Baby-Sitters Club*—the movie, counts your votes for fave Brady, and covers a hot new comic from Magic: The Gathering **page 19**

The Man Behind the Web Spider-Man's life in comics, TV-show secrets and a gallery of Spidey villains. Plus, how to draw Spider-Man **page 26**

Mr. Adventure Meet Mr. Adventure as he soars with Navy fighter pilots in his first feat for D.A. **page 34**

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Disney Adventures

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1.

2.

3.

Can you match the dogs with the fit of the jeans?



A. Classic S05®

B. Relaxed S50™

C. Loose S60™

Levi's

Hint: Levi's® S05® jeans are cut to give you a little room to move. Levi's® S50™ jeans have a lot more room. A Levi's® S60™ jeans have room inside for you plus three yapping Chihuahuas, not that you'd like that sort of thing.

Zip code.....

(Thanks?)

Your letters, photos
and comments.

What? No Pants?

I have a German shepherd, and he loves to dress up! Once, I dressed him up in a sweatshirt, a pair of shoes, and a baseball cap, and strapped a teddy bear to his back!

ERIN DARSOW, 11

BURNSVILLE, MINNESOTA



Vacation With a Twist

I went on a vacation to Nags Head, North Carolina. One afternoon I was in my bedroom, when I heard my mom yelling, "Tornado, tornado!" I ran out onto the porch and saw a gigantic blue spinning thing sucking the water from the ocean into the sky! It's called a waterspout. It was amazing, but also scary. My mom stood on the porch and videotaped it. Wow! I gotta say, she was brave.

ERIN DUNKUM, 12,
DILLWYN, VIRGINIA

Kid art!

Your **most**
excellent drawings—
by Lucia Soto, 11, of
Miami, Florida (left),
and Nick Endres, 12,
of Sun Prairie,
Wisconsin (below).



Here, Baldie!

Since D.A. is practically my life, and I tell you just about all of my personal little secrets, I am going to tell you what happened to my dog last weekend. My family and I went camping at a lake, and

my dog, Rascal, got sprayed by a skunk! We gave him several baths, but he still smelled terrible. My mom let me shave him—he looks so cute with no hair!

BILLY GREENFIELD, 13, CONYERS, GEORGIA



Totally Turtle!

I like collecting turtles. I have one made of seashells, and I have a turtle pillowcase, bedsheet, TMNT toys, mittens, magnets, a puppet, and a turtle made of clay. I also have one real turtle. (I forgot to put him in the picture.)

MATTHEW CHAN, 10,
BOSTON, MASSACHUSETTS



Ultimate dizziness!

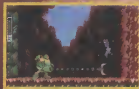
SHANNON HEPNER-SHAW, 12,
from NAPA, CALIFORNIA, sits
with her brothers DAN, 14,
and PATRICK, 9, on the steps
of an ancient Mayan temple.



Write to us!

Send us your letters, photos or drawings, along with your age and phone number, to Zip Code, DISNEY ADVENTURES, P.O. Box 861, New York, NY 10113-0861. You can E-Mail your letter to DAZip@AOL.COM. All materials sent become the property of DISNEY ADVENTURES, and all rights thereto are transferred to DISNEY ADVENTURES. They may be reprinted without compensation or acknowledgment and cannot be returned.

we've dug up troubles.



capcom's first pc cd-rom game.

Buried in a capsule by his creator, Dr. Light, MEGA MAN X reemerges to face SIGMA and his force of maverick replitoid robots before the human race is wiped from the planet.

Now the TITANIUM TITAN appears on PC CD-ROM, and comes with a free 6-Button Controller!

CATCH MEGA MAN EVERY WEEK IN
THE 2ND SEASON OF HIS TOP-RATED
CARTOON SERIES! AND WATCH FOR
EXCITING NEW MEGA MAN
TOYS FROM BANDAI!



CAPCOM

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WE'VE ALL HEARD OF BATMAN AND SPIDER-MAN, BUT WHAT ABOUT THESE OTHER COMIC



buzz

**Info to go and
things to know!**

Wrestle-
mania: a
Beatle and a
Monkee in a
headlock!



slang

Get This

patrol

Ever had a day when you just don't get it? And what are you trying to get, anyway? And once you get it, do you have anything? Get it? Got it? Good—then get busy reading these cool phrases:

Get outta town. No way. Are you serious? "You say you saw JTT in person, eating a taco? Get outta town!"

Get a grip. Calm down. Take control of your situation. "Dude—you're lookin' frazzled. Get a grip."

Get a clue. Realize that you do not know what you are talking about. "Josh thinks it's only going to cost us each a buck to get into the matinee. Josh needs to get a clue."

We followed Alyson Boucher and Lauren Mentzer's directions: At Matthew Thorton School in Londonderry, New Hampshire, we went left, right and down the hall, past the green doors. Behind the blue door were Alyson, Lauren and a bunch of other fourth-graders who say their class knows the rules of cool:



hot

not

slang

"Talk to the hand 'cause the face ain't listening,"
"pretty kewl,"
"you go, girl/boy!"

"Homey G,"
"not!"
"dah..."
"tubular"

tv/
movies

"Ricki Lake,"
"Thunder Alley,"
"Mad About You"

"Star Trek: Voyager,"
"Punky Brewster"

celebs

Tom Cruise,
JTT,
Mario Lemieux,
Brian Austin Green

Paula Abdul,
Madonna,
The Beatles,
The Monkees

sports

street hockey,
lacrosse, volleyball

wrestling, polo,
roller-skating

MORTAL KOMBAT^{ized}!

T See the movie, in theaters now. Play the new video game, **Mortal Kombat III**.

G Or watch Mortal Kombat come to life—onstage! Twenty of the world's best martial-arts experts, portraying characters from the MKIII game, karate-chop away in

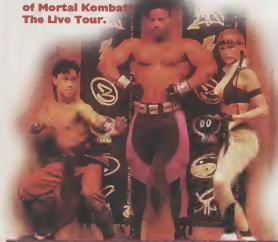


Mortal Kombat: The Live Tour.

The show features amazing special effects and audience participation—

meaning you could become part of the act! And during the show, you'll get secret codes for MKIII. The codes provide access to special information about the game, allowing players to enter new dimensions. The live show kicks off at Radio City Music Hall in New York City on September 14 before touring across the country for the next couple of months.

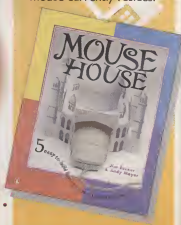
Check out the stars of Mortal Kombat: The Live Tour.



• MOTHER BOX • BOOM TUBE • TOM THUMB • JOE POTATO

A House for Your Mouse

Your computer mouse works hard—cutting, pasting, highlighting and clicking. So when it's time to exit the information superhighway, don't ya think your little mouse deserves a place to call its own? **Mouse House** (\$9.95), a new book by Jim Becker and Andy Mayer, contains five easy-to-build homes sure to make your mouse squeak with delight. Choose from the exotic Golden Pavilion, the monumental Taj Mahal, the classic Greek Parthenon, the medieval Chartes Cathedral or the stately White House—where D.A.'s mouse currently resides.



D.A.'s

Ultimate

We asked

our JUNIOR

SCHOOL

REPORTERS to

talk to **D.A.** readers to help us create their dream school—a place where they can take classes in moviemaking, eat lasagna or steak at lunch, and wear some kooky school uniforms. Read on—you'll be begging to attend this place!

CLASS ACTS

You won't nap or daydream in these courses!

GROSSOLOGY:

- mummification
- dissection ● grave digging
- osteology (study of bones)

INDIANA JONES WANNA-BE:

- survival skills ● animal tracking
- jet piloting ● skydiving
- bullfighting

By MICHELLE ERNST

AND D.A.'s JUNIOR REPORTERS

GOOFIN' OFF:

- toy and game development
- Game Boy techniques
- skate-ramp building
- comic-book history
- pie eating



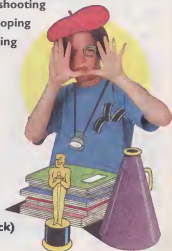
SWEAT TIME:

- bungee-jumping
- snow football
- skeet shooting
- hula hooping
- camel racing
- food fighting

- stock-car racing
- lawn-mower racing
- extreme skiing
- river rafting
- cattle roping

STARDOM STUDIES:

- movie directing
- Jedi training (taught by Yoda)
- moviemaking
- improvisation
- Vulcan Nerve Pinch 101 (taught by Mr. Spock)
- TV watching



Ultimate Cool FOOL

LISTEN UP!

Your teacher is out sick, and in walks the sub. Do you start throwing spitballs? Not if the sub is: ● the one, the only, **Elvis**,



because we haven't seen him yet.

● R.L. Stine reading spooky books to the class all day. ● Jim Carrey teaching—what else?—courses in weirdness, pet detection, face twisting and joke telling. ● Tim Allen teaching car-restoration in a garage and giving grunting tips. ● Eddie Van Halen shredding away and letting the class play air guitars. ● Janet Jackson controlling the class with her funky dance moves. ● David Letterman beginning each day with a Top 10 list. ● Charles Barkley, Shaq or Muggsy Bogues using the chalkboard as a backboard. ● Steven Spielberg conducting a *Jurassic Park* survival course.

POWER LUNCHING

Ultimate lunch-menu ideas included everything from filet mignon to hot dogs. Here are your favorites:

WEIRD COMBOS

- french toast, tacos, hot apple cider
- garlic pasta, applesauce, asparagus, banana split, soda
- corn chowder, cold-cuts sandwich, water
- lasagna, cauliflower, cantaloupe, frozen yogurt, orange soda
- tortilla soup, roast beef, fried okra, papaya juice



SILVERWARE REQUIRED

- filet mignon with mushrooms, brussels sprouts, raspberry cobbler, Orangina
- lobster tails with melted butter, artichokes, fruit salad, milk, chocolate soda

UNIFORMS WITH ATTITUDE



Getting ready for school is a breeze if you have to wear the same thing each day. You had some pretty strange ideas for school uniforms—yeah,

right, you'd wear these outfits every day:

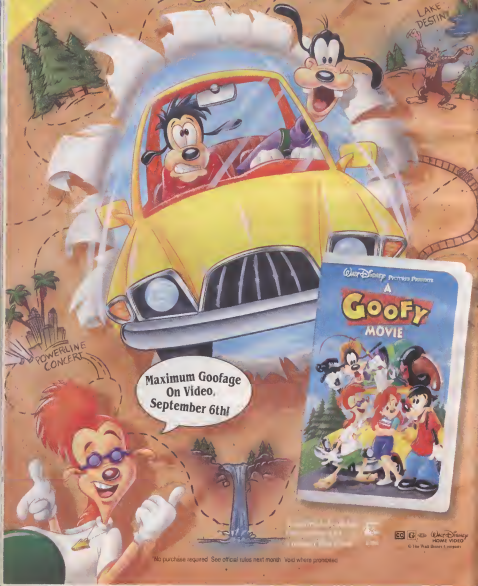
- If you're in space school (or into spacing out), you'll either wear a red "Star Trek: Voyager" uniform shirt and black pants, or a space suit.
- Overalls for everyone, with pink shirts for girls and blue shirts for boys.
- Wild more your style? What if you had to wear a metallic black skirt, pink corduroy shirt, green tights and Doc Martens? (Sorry, guys!)
- Many of you want to dress like sports stars, including the San Francisco 49ers and Team USA soccer team.
- We hope you like horses or horning around, 'cause you'll be wearing breeches and chaps, paddock boots and cowboy shirts!

● Clown suits? We hope you're joking....



Win A
FREE Disney Vacation!
Enter "Goofy Movie" Essay Contest
In Next Month's Disney Adventure Magazine!

Own A Most Outrageous Adventure!



No purchase required. See official rules next month, valid where permitted.

© 1995 Walt Disney Pictures
© The Walt Disney Company



What happens when Doc Savage and the Shadow meet? Only you-know-who knows.

Your Guide to TV, Movies, Music and More



It seems like superheroes have been around forever, ever since Superman and Batman hit the scene. But didya know they

weren't the first? In fact, in many ways, they were modeled on a pair of incredibly cool pulp-fiction characters, the Shadow and Doc Savage.

Now get ready for one of the funkiest crossovers yet. For the first time in their long history, the Shadow and Doc Savage meet in July, courtesy of Dark Horse Comics. You gotta love it!

● Magic: The Gathering is the hottest card game in town. But it isn't just a game anymore. In *Magic*:

The Gathering comics, all the adventures you've imagined come to life in awesome color. Seasoned comics pros like Val Mayerik and Mike Kaluta create thrilling and mysterious stories. And, not one but three brand-new *Magic* comics—*Nightmare*, *Antiquities*

● *War and Wayfarer*—were launched and are in comic-book stores now!



Gather 'round for *Magic* comics.

MOVIES

You've read all the books; now you can see your favorite characters this summer in *The Baby-Sitters Club*—the movie.

In their big-screen debut, Kristy, Stacey, Dawn, Mary Anne, Jessi, Claudia and Mallory spend their summer vacation together, having fun and—of course—baby-sitting. But problems caused by boyfriends, parents and peers arise, and their friendship is put to a major test.

D.A. visited the *Baby-Sitters* on location at Griffith Park in Los Angeles, California. It was the last day of filming, but they still had time to give us the dish on their characters and the fun they had on and off the movie set.

Bre Blair,
15, plays Stacey.



Real-life baby-sitting disaster: "I had to baby-sit 7-month-old twins

once, and my mom was going to help me, but I said, 'No, mom, I can do it myself,' acting like I was

all that. I was going to give them a stroller ride, but I couldn't carry them downstairs at the same time. I had to carry one down and put it in the stroller and then go back for the other one. Then they were climbing all over each other, and I was just like, 'Ahhhh! Why can't you guys be older?!'"

Rachel Leigh Cook,
15, plays Mary Anne.



Baby-sitter blues: "I found out I'm the only real baby-sitter here. I

could tell as soon as the

The Baby-Sitters circle of friends.

little kids came to the set. Everyone else was like, 'Oh, they're so cute!' but I've been through it all. I've even been locked out of a house! The kids didn't do it on purpose; but we couldn't get back in. We ended up going to my house and watching videos."

Tricia Joe,
17, plays Claudia.



Tricia vs. Claudia: "I think we're alike because we both like to wear

jewelry. I have a lot of earring holes—four in my



left ear and one in my right—and I get to wear my own earrings in the movie. We're also different though. In the movie, Claudia is failing science class and has to pass or drop out of the club. In real life, science is my favorite subject."

Larisa Oleynik,
14, plays Dawn.



No tofu, thank you: "Dawn is the environmentalist of the group. I

like to recycle and stuff, but I'm not as obsessive as she is. She's a real health nut and eats tofu. I don't do that. I like chocolate-chip cookies, thank you!"

Stacey Ramsower,
12, plays Mallory.



Seeing red: "My hair is naturally blond and straight, so they had to

perm and dye my hair red like Mallory's. It was an experience. When we're done filming, I'm going back to blond. I think I'll leave the perm, though."

—Kim Lockhart

WHAT A Babe!

Oink! Oink! Oink! That's D.A.'s highest rating for a pig flick, and the movie **Babe** gets it! **Babe** tells the hilarious story of a piglet named Babe who joins a farm family. Instead of just pigging out all day, he wants to become a shepherd! **Babe** invited D.A. to a special sneak preview, and then we sat down at the trough to dish.

D.A.: Have you always dreamed of being a shepherd?

B.: I knew I had it in me, but it took the support of my open-minded boss, Farmer Hoggett, and my new family to let my

dreams become a reality.

D.A.: What career will you try next?

B.: I really love what I'm doing, but I've always had a secret desire to sing. Maybe I could do a duet with Miss Piggy—what a babe!

D.A.: What was it like making **Babe**?

B.: It was fun, but, boy, it was hard work. We were filming in Australia in June—it was midwinter and cold, especially since we were at an altitude of 2,250 feet. I had my own little room with a heater in it.

D.A.: Since you're the star of the movie, did you have a lot of assistants?

B.: I had many people taking care of me, but one special woman,



Fly and Babe have a snout-to-snout talk.

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Then write the corresponding number in the space that looks like this.



Hurry to **ROUND'EM-UP** in time for the
ABC SATURDAY MORNING PREVIEW SPECIAL.
Toon in on **September 8th at 8:30 p.m.**

* **SCHOOLHOUSE ROCK** now available on home video. Grammar Rock and Madeline coming soon on CD-Rom.

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Joanne, fed me, bathed me, and when I couldn't sleep, she petted me. I also had a makeup lady who put makeup on me every day, including a little toupee. She also dyed my white eyelashes black.

D.A.: Can you speak Pig Latin?

B.: Es-yay, oesn't-day, everyone-eay?

—Liz Smith

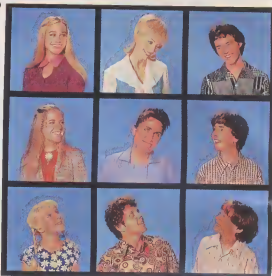


Who's your favorite Brady? We asked that question a few months ago, and in honor of *The Brady Bunch Movie* coming out on

video, we are printing some of the 185 responses we received.

It wasn't a surprise that Marcia won—you really dig her far-out hair and clothes, especially her swingin' bell-bottoms.

"Marcia is my favorite Brady because she is really groovy, wears groovy clothes, and she looks groovy. Her hair is awesome and she's very popular," says Sandi Carter from Temple, Georgia. So, Sandi, do ya think Marcia's groovy?



Marcia! Marcia! Marcia! ...and the other Bradys.

Cindy followed closely on Marcia's groovy shoes, coming in second. "I loved the way Cindy's hair was always perfectly curled, day and night," says Rebecca Johnson from Riverside, California.

Poor Jan lingers on in Marcia's shadow. But A.K.T. and S.N.K. (what, embarrassed to use your full names?) from Dearborn Heights, Michigan, voted for Jan because "she has a far-out style of her own, especially those kneesocks and out-of-sight Mary Janes!"

The Brady boys got

trounced by the Brady girls—even Alice got more votes! Of the guys, Peter reigned as king, mainly because most of you think he's way cute. But we liked the reason Joseph Melehiorre from Morris Plains, New Jersey, gave: "I would want to be Peter because his voice was squeaky until he kissed the girl. Then his voice became Elvis."

On behalf of the Bradys, D.A. thanks all of you who participated. Even Tiger barks a thank you for the two votes he received—only one less than Bobby!

So there I was first time
on the highest of high dives,
my friends hangin' out down below.
Boy was I Nervous.



I mean I didn't want to end
up being pool-side pizza.

Then
Cap'n Crunch shows up
with my favorite cereal,
Cap'n Crunch's
Peanut Butter
Crunch.[®]



That in your face
peanut butter taste
and the Cap'n gave
me all the confidence
I needed.

No fear here!
I did a total freefall.
my friends go wild. Cool!



You and the Cap'n make it happen!



The Man Behind the Web

BY
DEBBIE BEYER AND
CHRIS GOLDEN



Just who is

SPIDER-MAN?



D.A.'s got a bad case of arachnophobia: When we see those furry, eight-legged critters called **spiders**, we break into a sweat and run! But there's one spider we're not afraid of: **Spider-Man**.

This longtime fave is **hotter than ever**, thanks to his cool TV show. We wanted to know more about him, so we climbed into his web to find out who he is, where he came from, how his TV show is made and who his enemies are.

Well, he's **Peter Parker**, an ordinary 19-year-old who leads an extraordinary life. One day in his school lab, Peter was bitten by a radioactive spider, and, suddenly, the shy, bookwormish college student became **Spider-Man** the superhero. When Peter isn't going to school or working as a newspaper photographer, he's soaring over New York City, leaping buildings and crawling walls as the only web-shooting crime fighter in the Marvel Comics universe.

Peter has the proportionate strength of a spider, which means he's one of the strongest, toughest guys around. He's quicker and more agile than the world's greatest athletes. He can stick to walls and ceilings, so he'd have no trouble getting a job

washing windows on skyscrapers. Using his **scientific know-how**, Peter created a synthetic weblike material, and mechanical gadgets to shoot it from his wrists. He uses his web shooters to swing from building to building and snag the bad guys. But coolest of all, he has a strange **spider-sense**—one of those powers that everyone would love to have—that warns him when danger is near!

Peter keeps busy going to school, taking pictures for the *Daily Bugle*, and being a superhero. One minute, he's using his web weaponry to battle wicked villains like **Scorpion** and **Venom**, swatting them from the city as if they were flies. The next, he's dealing with normal problems like any other teenager—he catches colds,



HOW SPIDEY CAME TO BE



OK, we know about the radioactive spider and the science experiment and all that, but here's the real story of Spider-Man's birth. Marvel's legendary editor **Stan Lee** (who also oversees "Spider-Man" cartoon production) and artist **Steve Ditko** created Spider-Man in 1962 for *Amazing Fantasy* #15. But it wasn't exactly planned.

"I had already done the *Fantastic Four* and the *Incredible Hulk*," says Lee.

"The big thing with superheroes was figuring out what kind of superpower they would have. This was 40 years ago, but I think I was probably watching a fly walking on the wall and I thought it would be great if a character could stick to walls. I named him *Insect-Man* and *Mosquito-Man*, but nothing stuck until...Spider-Man. We wanted to make him a different sort of hero—a thin science student, a bookworm... a great role model that shows you don't have to be muscle-bound to be a hero."

loses his socks, and can't get a date with the girl next door.

In the comics world, where he's been a star since 1962, Spider-Man's life has progressed further than on the TV show. Sure, he still argues with *Daily Bugle* publisher J. Jonah Jameson and has to face Venom, the Vulture and the Lizard from time to time. But he's older now: He's a college graduate and married to Mary Jane, and they have a baby on the way.

He's still a regular guy with regular problems. While Carnage and Tombstone are out to kick his butt, his biggest headache is getting home on time for dinner.



SPIDER-MAN MAKES CERTAIN SOUNDS IN EVERY FIGHT. A HIT IN THE STOMACH IS

Inside Spider-Man's Web

BY DEBBIE BEYER



Spidey spins his web across your TV set every Saturday at 10 a.m. on Fox Children's Network. But how does he get there? Putting our fear of spiders aside, D.A. went behind the scenes of "Spider-Man" to unravel how the animated TV show is made.

First, the **Marvel** team in Los Angeles, California, chooses story ideas from the comic books and writes a script for TV. Artists develop model character drawings and paint backgrounds and settings. Then the storyboard artists draw panels of scenes—about 20,000 for a typical show! Production artists make cel drawings. Then all the materials are shipped overseas, where hundreds of animators add details. Drawings are scanned into the computer, and color, camera angles and computer-generated action are added. Those computer "cels" come back to Los Angeles, and the drawings are combined with sound effects, music and voices. Finally, the whole show is edited, screened for perfection and, at last, delivered to Saturday-morning TV!

Villain Gallery

Spider-Man's up to his sticky toes fighting ferocious foes. Check out these wicked web-hating villains.



KINGPIN

The big, bulky and smart head of New York City's criminal underworld.



DR. OCTOPUS

A science-experiment explosion caused four mechanical arms to be fused to his spine.



LIZARD

Can whip his huge tail as fast as 70 mph! Alter ego Dr. Curt Connors is Spider-Man's good friend.

AN "UUMPH!" GETTING THROWN THROUGH THE AIR IS AN "AAH!" LANDING IS AN "UHHH!"

Meet some of the people who bring Spider-Man to life.

The supervising producer, Bob Richardson, gives the show a vision. He reviews all the scripts, and checks the models and designs to make sure everything is drawn in "Spider-Man" style.

What makes "Spider-Man" so cool?

We give it a live-action style, and we push the realism. We make the city and overall environment realistic, because it makes it more fantastic if the hero is climbing walls and villains are flying in a real city.



It takes the work of a whole lot of artists to get from a preproduction sketch (above) of Spidey's New York City hangouts to the finished artwork (right).



What makes it look so real?

We have detailed, 3-D maps of New York City, where the cartoon is based, that we look at for designing. Bridges and buildings, like the World Trade Center, are all where they really are located and look exactly as they do in real life. Using CGIs [computer-generated images] for 3-D backgrounds we can really swing with Spidey across buildings and over the city.

Christopher Daniel Barnes collected Spider-Man comics as a kid, so being the voice of the webby superhero is a dream come true.

How do you make Spider-Man speak?

I get the script, then go into the studio booth to record the show with the whole cast. I usually close my eyes and imagine myself there, as Spider-Man. I don't have to change my voice a lot for Spidey, but I make it a little higher when he's Peter Parker. When Mark Hamill [Luke Skywalker in *Star Wars*], who plays Hobgoblin, is in the booth doing his lines, his body contorts, his face turns different colors, veins pop out on his head....He really gets into the character!"



THERE'S A VENT IN PETER PARKER'S APARTMENT THAT YOU CAN SEE AT THE TOP OF

As lead character designer, **Dell Baras** designs all the cartoon characters with pencil and paper. When a new villain comes in from the comics, he does tons of sketches to bring the bad dude to the television.

How do you develop the characters?

When we were designing Spider-Man, I drew him really muscular, then with lean limbs like a spider....It took many sketches before we came up with the Spidey we see on TV. Designing the webbing was the hardest part, because it stretches all over the place.

Vladimir Spasojevic, production designer, is handed a script, which reads: "The place is a high-tech wonder, a sprawling complex of labs and factories somewhere in Queens, New York...." From a one-line description, he creates the background setting on paper.

How do you build a background for a scene like this?

First, I look at a New York City map to see what the industrial buildings look like in

this area. I may research books for pictures of factories, but you have to use a lot of imagination. I usually doodle out the background, then do a three-dimensional drawing of the whole area with detail. Last, I do "zoom-in" sketches of areas where the main action will be.

Art director, **Denis Venizelos** gives the cartoon pizzazz by adding detail to background scenes and working with other artists to add color, lighting and expression to settings and characters.

What makes the total picture?

You have to set a mood. Scary scenes are painted with darker colors and have shadowy lighting. We give the scenes a lot of depth and height because Spider-Man climbs and flies. We give characters an attitude with facial expressions, like sharp eyebrows, and color. Most of the villains are done in greens, or in colors that conflict with Spider-Man's red and blue.

Villain Gallery



KRAVEN

Can run 60 mph and jump 20 feet from a standing position. A former big-game hunter, he now hunts Spider-Man.



HOBGOBLIN

A hit man and thief named Jason Philip Macendale, Jr. who's got a lot of money, cool weapons and a funky glider to zip around town on.



VENOM

Has two identities: *Daily Globe* reporter Eddie Brock and an alien that was Spidey's "black suit." He has Spidey-like powers, but doesn't trigger his spider-sense.

THE BUILDING. SPIDER-MAN MIGHT USE IT AS A SECRET ESCAPE HATCH, BUT HE HASN'T YET.

How to Draw Spider-Man

Artist John Romita, Sr. shows you the ropes.

1 A) Check out the angles on Spidey's head, shoulders and hips! He's always at exciting angles and poses, never straight up and down!



B) You'll want to start out with a stick figure, the way the pros do, to get the right size for the arms, legs and torso.

2 A) Now it's time to outline Spidey! Join all the circles, following all the curves and angles of the stick figure. Be careful not to make him too big or too skinny.



3 A) Let's start making this stick figure look like ol' web-head! Begin by drawing in the muscles on his arms, shoulders, torso and legs.

B) To place Spidey's eyes properly, draw a line down the center of his head, and a line across. Then draw the eyes.

C) Next, add definition to his fingers and hands, and shape his feet.



4 MOST OF THE CARTOON STORIES COME FROM THE COMIC-BOOK PAGES, BUT SOMETIMES

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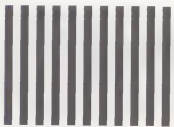
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4 A) Finally, give Spidey his costume. Don't forget the spider emblem on his chest: • one circle on top of one long oval • eight legs: four on each side, two pointing up, two pointing down.

B) Make the lines neater, and tighten up the muscles.

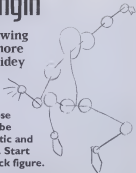
C) Add the webbing to his costume, and it's web-slinging time.



Now You're Swingin'

Let's try drawing something more difficult—Spidey in action.

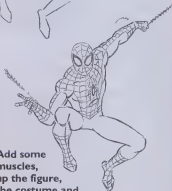
1 The pose should be more dramatic and exaggerated. Start with your stick figure.



2 Add tubes to define his body. Remember the webbing—he wouldn't be Spider-Man without it.



3 Add some muscles, clean up the figure, finish the costume and web-lines, and you're off to tackle the toughest supervillains of all time!



Do you dream

of spine-tingling, death-defying,
never been-done-before



adventure?

D.A.'s senior editor,
Sean Plotner, does.

So now he has a new title:

MR. ADVENTURE

and a new mission: to travel
the world in search of **thrills**,
chills and **daredevil**
challenges. In upcoming
issues, **Mr. Adventure** will:

- climb a lava-spewing volcano
- hunt for ghosts in a haunted hotel
- go undercover with the CIA
- speed down Olympic luge and bobsled runs
- and much more!

But first, Mr. Adventure flew a fighter jet with the Blue Angels. Turn the page and flip the magazine to find out how it went...and you too can

live the adventure!





The image is a promotional poster for the movie 'Mr. Adventure'. It features a blue and yellow U.S. Navy F-4 Phantom II fighter jet flying over a city. The jet has 'U.S. NAVY' written on its wings. In the foreground, a black roller coaster track curves through the sky. The title 'MR. ADVENTURE' is written in a stylized font, with 'MR.' in large letters and 'ADVENTURE' in smaller letters below it, all enclosed in a blue oval.

MR. ADVENTURE

ADVENTURE

When it comes to **BY SEAN PLOTTNER** perform in those fancy birds, the ultimate thrill-ride, I believed it.

nobody beats the Blue Angels. These Navy pilots are world-famous for roaring through the skies in formation while rolling, spinning and flipping their planes with split-second timing.



My mission? To survive a grueling hour of grunting and sweating in the backseat of *Blue Angel* #7. Strap yourself in and hang on!

All I could think was please, please don't let me get sick. I was on my way to the Naval Air Facility in El Centro, California, and I was completely psyched—not many people get to zip along at warp speed with a highly trained naval pilot at the controls. But all I'd heard was that every novice who flies with them throws up. No kidding. Having seen the crazy aerobatics they

Yes, I was slightly nervous. Meeting Ronnie, the Angels' serious-looking crew chief, didn't help. He sat me down to explain some stern dos and don'ts about riding in the backseat of a Blue Angels FA/18 Hornet Strike Fighter. Then he went over the two key terms of the day:

g's: These are what you feel when gravity pushes on your body as it accelerates. As you read this, you're pulling 1 g. That's normal gravity. But when you're moving superfast in a Hornet, the force multiplies, and you feel it. So if you weigh 50 pounds and pull 5 g's, you'll feel like 250 pounds, or five times as heavy. Pulling g's is big-time work. You sweat like a pig and feel as if a 2-ton whale is flopped on your chest.

Oh, and one more thing: "The blood rushes out of your head," Ronnie said,

"which can cause you to pass out. It's the hardest thing I've ever done."

Mr. Adventure gets an earful of instructions at his preflight briefing.



Like an Angel

LET'S GET VERTICAL

"We were 50 feet in the air, going 300 mph.

But I had no sense of our speed. We just seemed to be floating. Talk about smooth! Then my pilot said, 'Stand by, stand by, PULL.' On 'PULL,' He pulled the stick way back, jerking the plane's nose straight up into the air like a rocket. In less than two seconds we went from horizontal to vertical, yet the jet never shook or rattled. And I had just pulled about 4 g's!"

Hook maneuver: Ronnie told me how to fight the effects of g's with the good ol' hook maneuver. "Clench your fists up really tight, put 'em right in your lap, and say the word *hook*. Hold the letter k for three to five seconds. Then do it again. And tighten every muscle in your legs. That keeps the blood from going down there." Ronnie demonstrated. It made him look a lot like some wrestlemania dude. Then I tried it. "Piece of cake," he said. "Any questions?"

Just one. "What are the chances I'll throw up?" He finally smiled and said, "It depends." There'd be plastic barf-bags on each side of my seat, just in case. In other words, the chances seemed good. "Don't worry, just go up and have fun."

Whatever you say, Ronnie. He threw a one-piece, navy-blue flight suit at me to put on, and we strolled to the runway.

BLUE ANGELS FACT FILE

What are the Blue

Angels? An elite group of U.S.

Navy pilots who perform amazing flying feats at air shows. They fly up to 700 mph, zipping around in loops, dives and rolls, all in tight formation. How tight? The planes fly just three feet apart. They don't take up many passengers—Mr. Adventure received special permission.

Jet set: The Blue Angels fly FA/18 Hornet Strike Fighters. Each has one seat, two engines and some pretty souped-up, computerized flight controls. Flown off aircraft carriers, they're supercool, supersleek and superfast—a Hornet can tear through the sky at up to 1,200 mph. They're also expensive—each one costs about \$18 million. I went up in the training version, which has an extra seat and set of controls.

The pilots: They are active members of the Navy or Marine Corps who volunteer to be Angels. They must have flown at least 1,500 hours and earned aircraft-carrier qualification.

Hornets in Formation

When six Blue Angels fly together, they're said to be in the Delta Formation (left). Without the soloists (#5 and #6), the formation becomes known as the Diamond, the most common sight you'll see at their performances. Each pilot's position has a name: #1—Flight Lead, #2—Right Wing, #3—Left Wing, #4—Slot, #5—Lead Solo and #6—Opposing Solo.



DOUBLE Farvel

40 MR. ADVENTURE



"Doc rolled the plane over and flew us upside down for about 30 seconds (not in the Double Farvel maneuver shown here). I laughed like crazy. Glad to be here, boss, I thought. This was the wildest flight I'd ever experienced. Totally deluxe. Then Doc told me to grab the stick and steer the plane. What—me? So I moved the stick to the right, just barely, and instantly I had us rolling upside down. 'Cool,' I yelled. I was flying 12 tons of jet with one supersensitive joy stick. He told me to pull back on the stick to feel more g's. I was afraid to pull too much, but we hit about 4 g's with no problem. Doc radioed the tower to say we were heading home and asked me to head toward the airfield. Then he took the controls. 'Good,' I said. 'What do you mean, good?' Doc asked. 'You were doing just fine.' Well, for starters, I couldn't even see the airfield!"



The Blue Angels' Hornets are serviced by more than 100 crew members working behind the scenes (left). Below, Mr. Adventure prepares himself for an unforgettable takeoff.

There I met my pilot for the day, Blue Angel #7, Ryan Scholl. He greeted me with a firm handshake and said I could call him Doc, his radio call name.

We got to the jet and I hopped in. Ronnie strapped me into a tight harness as I checked out all the switches and cockpit controls. I put on my helmet and lowered the shiny gold visor. Doc said hi in the internal communications system and fired up both engines.

"OK, I'm ready to go now, if you are," he said.

"I'm ready," I replied. Doc laughed and said, "OK, rolling." We headed down the runway. He lit the afterburners, giving the plane major power and

thrust, and pulled the throttle. The nose of the jet rose, and we were airborne! Doc climbed to 1,500 feet and headed for the Angels' practice area over the California desert.

Right away, we did a few simple turns called wingovers, with the wings of the plane turned 90 degrees to the ground. Doc notched the g's up to 3 1/2, and I could feel my cheeks flatten. But I still had all of my vision, and I felt no need to do the hook



maneuver. Yet.

That changed over the next 45 minutes, as Doc performed an all-out demonstration of everything the Hornet can do. We flew loops. We did rolls. We flew

Name Those Birds!

When the Blue Angels were formed back in 1946, a contest was held to name the group. A \$10 prize attracted many ideas. Here are some that didn't fly:

Death-Cheaters

Strat-O-Cats

The Cloud Busters

Com-Bats

The Sky Rocketeers

OPPOSING Knife EDGE

During a Blue Angels performance, you'll suddenly see four planes in the Diamond Formation zip out of sight. As you try to figure out where they are, without warning, the two solo pilots come roaring into view, screeching right

towards each other. Collision course? No way! The two pilots—closing in on each other at

500 mph—

wait until the last possible split second to roll their planes sideways, avoiding each other by about 25 feet as they tear by each other.

upside down. During one screaming dive, we nearly ripped through the sound barrier, hitting Mach .98, or nearly 750 mph. At another point, Doc aimed the nose straight up and spun us around three times this fast. "HOOKKK!" I belted out, fighting the effects of 6 g's.

"You're holding up like a champ," said Doc.

Throughout the flight, I felt comfortable in my padded seat. The ride was quiet, except for a slight, gentle swoosh sound outside and Doc's crystal-clear radio voice inside. And the smooth sensation of floating never went away. It was impossible to feel how fast we were going. I couldn't believe this jet's technological wonders—it felt as if I'd been beamed into the 22nd century. I was having a blast.

"Smooth, Doc," I said.

"Smooth as ice cream," he replied. However, pulling g's was major work! During a high-performance turn called a Carrier Brake I was dripping sweat and thought my chest might

collapse. Pressure! My vision was fading, but before I could pass out I mustered one more winded "hook." Instantly my vision returned—*whew!* Then—*oh no, here it comes!*—I thought for a second it was time to grab one of those barf bags. My stomach wobbled but held firm. I heard Doc in my headset. "Su-weeeeeet!" he yelled. "That was maximum performance there—7 1/2 g's!"

No way, I thought, slightly delirious.

Wasn't I supposed to be conked out?

"I couldn't believe you held on," Doc said as we settled down and headed for a bumpy landing. "You got to

experience a bit more g than most people, and you stayed awake for it all! That was awesome."

I agreed. I'd made it through maximum performance with no blackouts, no barf bags. I had lived the adventure!

Doc, at left, has landed on an aircraft carrier more than 280 times.



Talk Like an Angel

Mach: The speed of sound (about 800 mph). Mach 2 is twice the speed of sound. Mach 3 is three times the speed of sound, etc. **g-hound:** A flier (like Mr. Adventure) who can really handle a lot of g's. **M-1 maneuver:** Another name for the hook maneuver, which prevents the unpleasant effects of pulling g's by forcing blood back into your head. **Glad to be here, boss:** Whenever a Blue Angel finishes a briefing or a meeting, he says this. It's a reminder of his good fortune and a tribute to comrades serving in the fleet.

hot dogs

By

SHEILA
De La Rosa

All you need is a **Frisbee**,
a **dog** and a **dream**. Welcome to
the world of dog Frisbee—and meet
the current world champion team.



GARY SUZUKI AND
SOARING SAM GO FOR
THE GOLD.

Where can you find a dog that can soar above a roofline? Or a mutt that can moonwalk on cue? Try the annual Friskies Canine Frisbee disc World Finals, held in September on the grounds of the Washington Monument in Washington, D.C.

About a dozen teams—each made up of one human and one dog—compete in two events: the Freestyle, a two-minute, choreographed routine set to music, and the Mini-distance, a one-minute session in which points are awarded for catches at different distances, with bonuses for midair catches.

D.A. caught up with the 1993 and 1994 world champs, Gary Suzuki and Soaring Sam, to find out how they got to be so doggone great at Frisbee. First, we talked to Gary:

D.A.: How did you get interested in dog Frisbee?

G.S.: When I was 13, I saw Alex Stein and Ashley Whippet—the original Frisbee dog team—on television. The bond between them was incredible. Ashley would look at Alex like, “Oh, I love you! Throw me another one!”

D.A.: How much do you train?

G.S.: Ten hours a week.

D.A.: How does Sam train?

G.S.: Like any athlete, he has to warm up before we do our big-air moves and flips, so I give him about 10 throws to take the edge off. Then we do

our free-flight routine a couple times. After that, we practice the distance part of the competition for a half hour. Then we go on a half-mile walk so that Sam can cool down.

D.A.: What’s the coolest move in your routine?

G.S.: We moonwalk

D.A.’S ALL-STAR FRISBEE DOG TEAM

DOG TAG: Ashley Whippet

WORLD CHAMP: 1975, 1976, 1977

KNOWN FOR: Pulled a Frisbee off a goalpost during halftime at a Miami Dolphins game.

HUMAN TEAMMATE: Alex Stein

DOG TAG: Whirlin’ Wizard

WORLD CHAMP: 1984

KNOWN FOR: First to perform the “tip-back”—the dog tips the disc with his nose instead of catching it in his mouth.

HUMAN TEAMMATE: Peter Bloeme, 1977
Overall Men’s World Frisbee Champion

DOG TAG: Gilbert

WORLD CHAMP: 1989

KNOWN FOR: Has destroyed more Frisbees—about 5,000—than any other dog.

HUMAN TEAMMATE: Jeff Perry

DOG TAG: Scooter

the Wonderdog

WORLD CHAMP: 1990, 1992

KNOWN FOR: Appeared on two television commercials.

HUMAN TEAMMATE:
Lou McCammon

And of course, Soaring Sam and Gary Suzuki.





**Jeff Perry and
Gilbert (1989
world champs)
fly high.**

away from each other. Then we spin once, stop, and look at each other. Then we spin again and stop. After that, we each run a giant 15-yard-wide

perfect circle. Sam runs it clockwise on the outside, and I run it counter-clockwise on the inside so we're facing each other. Then we stop 15 yards away from each other and face each other. I drop

to the ground and roll over one way; he drops and rolls the opposite way. And then he runs at me and vaults off my back.

D.A.: How long does it take to learn a new move?

G.S.: It depends. We worked on the 15-yard circles for an hour a day

for almost a year.

D.A.: Do you ever bribe Sam with food?

G.S.: No. If you use food, you're going to have a dog that's too fat to play Frisbee!

Now, Soaring Sam:

D.A.: Gary calls you Soaring Sam. What do you call Gary?

S.S.: Thrower.

D.A.: What do you think about during a competition?

S.S.: Going out there, making all the moves and hoping that Gary throws the Frisbee where he should. It's usually human error that makes us score lower than first place.

TRAINING TIPS

PETER BLOEME, a world champ at both human and canine Frisbee, offers these tips for turning your dog on to Frisbee:

- Have your dog checked by a vet to make sure he's physically fit and healthy enough for Frisbee.
- Don't use a large, heavy Frisbee with a puppy or you might knock his puppy teeth out. Use a plastic coffee-can lid or a Pringles potato-chip lid instead.
- Feed your puppy out of the Frisbee you play with so he's not afraid of it.
- Be patient as you train your dog. If you're starting with a puppy, simply catching the coffee-can lid could happen during the first session. Throwing a Frisbee and having your dog jump and catch it will probably take about three months.
- Use one-word commands—such as "Sit," "Roll," "Catch," "Jump," "Drop" and "Give"—because they're easier for a dog to understand than long sentences.



What Simple
phrase prompts
your parents to
pick up

Totino's
Party pizza



whenever you

Feel the need

for a *crispy crust* with Radical
toppings to make

Mealtime
fun?

The Pillsbury Company

To find the answer, fold this page so tips of arrows meet.

CREEPY CRAWLERS

By
DEBBIE BEYER

Spiders may be creepy, but talk about amazing! What other animal can spin its own silk-web hangout?

Here are the 10 most amazing spider facts we could find:

There are more than 36,000 known kinds of spiders, and they live all over the world—except in Antarctica.

Arachnophobia means fear of spiders.

Female black widow venom is 15 times as deadly as a rattlesnake bite.



WATER SPIDER

Water spiders live underwater in silk nesting bags full of air bubbles. They use these air tents like oxygen tanks to breathe in. They also eat, molt, mate and raise families inside their webby submarines.



BLACK WIDOW SPIDER

Spiders have anywhere from two to six tiny openings called spinnerets on their backsides. When it's web-making time, they shoot their threads through these holes. Their oily bodies and claw feet keep them from getting stuck on their own webs and help them balance on the threads like tightrope walkers.

JUMPING SPIDER



Jumping spiders can leap more than 40 times their body length. That's like you being able to jump about 180 feet! The male European house spider can run 330 times its body length in 10 seconds. That's like you covering five football fields in 10 seconds.

Spiders may have as many as eight eyes, but they have lousy vision. And they don't have ears at all. Spiders scope out prey with tiny body hairs that see, taste, smell, and feel vibrations.

A medium-size spider mom lays about 100 eggs at a time, then wraps them in a silk cocoon. After the baby spiders break through the silk shell, they eat mom's leftovers for a while, then scurry off on their own. If the spiderlings don't move out fast enough, many spider moms will eat their kids!



Tarantulas are the largest kind of spider. Some South American tarantulas can grow as large as dinner plates. On the other hand, comb-footed spiders are as tiny as baby fleas.

Pirate spiders eat only other spiders.

weird yet true

Eyeball Action

In a year, your eyes
move up, down and
sideways about
36,000,000 times,
and you blink about
84,000,000 times.



What's ^{for} Breakfast?

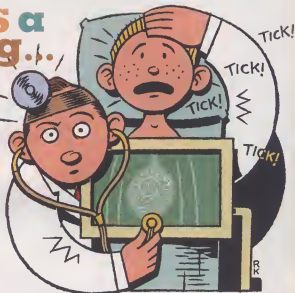
Baby robins eat **14** feet of
earthworms **every day.**



“**P**
ants” was **considered**

It Takes a Licking...

Last year, doctors at a hospital in Lisbon, Portugal, were baffled when they examined 14-year-old crash victim Alex Geveart. Through their stethoscopes, they heard a **strange ticking**. But Alex assured them that there was nothing to fear. "Two years ago I swallowed my watch for a bet," he said. "It's still there."



States

You may think of countries as being **bigger** than states, but...

Alabama is bigger than Greece.

Arkansas is bigger than Hungary.

Indiana is bigger than Austria.

Iowa is bigger than Portugal.

Kansas is bigger than the Netherlands.

Florida is bigger than England.

Maine is bigger than Switzerland.

West Virginia is bigger than Belgium.

And two states in the U.S. are each larger than all these countries combined: **Alaska** and **Texas**.

Whoppin'

in the 1880s.

a **dirty** word in England

Original
FRUIT

Skittles

RITE SIZE CANDIES
WITH 100% REAL FRUIT JUICES



TRUTH BE TOLD, THE MEMBERS COULDN'T CARE LESS
ABOUT THE RAINBOW PRESERVATION SOCIETY.
THEY JUST CAME FOR THE REFRESHMENTS.

Wild Berry

Skittles

RITE SIZE CANDIES
WITH 100% REAL FRUIT JUICES

TROPICAL

Skittles

WITH 100% REAL FRUIT JUICES



COMICS ZONE



WELCOME TO THIS MONTH'S COMICS ZONE

This time out, **Max** has his hands full getting ready for a visit from rock star **Taffy 2 Sweet**. Will Goofy embarrass him on the big day? Do bears growl in the woods? Meanwhile,

Darkwing faces a perplexing puzzle: Donut shops are disappearing all over St. Canard, and the mystery has something to do with Crunchy Crusader breakfast cereal. At least he won't get hungry while he's solving the case!

DARKWING DUCK

in "Cereal Crimes, Chapter II: Strange Attractors".....page **54**

DARKWING DUCK

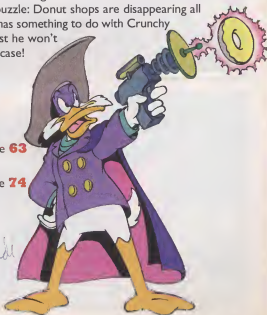
in "Cereal Crimes, Chapter III: Cleaning Up the Crumbs".....page **63**

GOOF TROOP

in "Max's Makeover," Part 2...Page **74**

Let me know what you think.
Write to me:

Heidi MacDonald
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011-5690
E-Mail: ComixAce@AOL.COM



JUST WHAT ARE THE MYSTERIOUS LATE-NIGHT DONUT SHOPS THAT ARE POPPING UP ON THE STREETS OF ST. CANARD, AND WHY ARE THEY ALL EXACTLY ALIKE?



AND WHILE WE'RE ASKING QUESTIONS WHO THE HECK ARE THESE SINISTER CONSPIRATORIAL SHADOWS, AND JUST WHAT PLANS ARE THEY ABOUT TO IMPLEMENT?



CEREAL CRIMES PART II: STRANGE ATTRACTORS

BREAKFAST IS THE NORMAL BEGINNING FOR ANY DAY, BUT IN ST. CANARD, BREAKFAST IS THE BEGINNING OF A BAFFLING MYSTERY...



I KNEW THERE WAS SOMETHING FUNNY ABOUT THAT DONUT SHOP!

THEN YOU SHOULD HAVE EXPECTED FUNNY DONUTS!



TALK TO YOU LATER, DAD! BOB THE PARROT HAS SOME NEW INSTRUCTIONS FOR US!

YOU SPEND MORE TIME WATCHING THAT PUPPET THAN YOU DO LIVING THE REST OF YOUR LIFE!



I CAN'T SEE WHAT KIDS GET OUT OF THESE CARTOON SHOWS!



Writer: John Blair Moore Pencils: Phil Orz Inks: Ian Akin Lettering: David Cody Weiss Coloring: Val DalCiele



THE **LITTLE SNIVELERS** ARE ALMOST IN MY POWER! ONCE EVERY BRAT IN ST. CANARD IS HOOKED UP TO THE "NETWORK," WE CAN PROCEED!

HOW 'BOUT EXPLAINING IT TO US, NOW, BOSS?

YEAH. WHY HAVE WE BEEN PUSHIN' ALL THAT **CRUNCHY CRUSADERS CEREAL** ON THE SUPERMARKETS?

WE WILL SOON HAVE ALL THOSE BRIGHT LITTLE UNUSED HEADS CONNECTED BY MICROWAVE INTO THE LARGEST NEURAL NETWORK EVER ASSEMBLED! A BRAIN THE SIZE OF A CITY!!

THE CEREAL IS OF NO CONSEQUENCE. MERELY SUGAR AND SAWDUST. IT SIMPLY PROVIDES A CONVENIENT VEHICLE FOR GETTING OUR APPARATUS IN ALL THOSE HOMES



AND BOB THE PARROT INTO ALL THOSE EMPTY LITTLE MINDS!

WITH A DEVICE LIKE THAT, WE WILL BE ABLE TO COMPUTE NEW CRIMES LIKE NOTHING THE WORLD HAS EVER SEEN!

THE MIND BOGGLES!



AND NOW,
I SHOULD BE SLIPPING
ON MY "COSTUME!"

IS IT POSSIBLE
TO EXPLAIN TO
AN ADULT WHAT
ALL THAT STUFF
IS, ANYWAY?

IT'S A VIRTUAL-REALITY SIMULATOR! BOB THE
PARROT IS GOING TO TELL US HOW TO USE IT TO
ACTUALLY **BECOME A PART OF THE ACTION**
IN THE CRUNCHY CRUSADERS SHOW! WE GET TO
COME UP WITH OUR OWN **DIABOLICAL CONSPIRACIES**
FOR THE CRUSADERS'
STRIKE FORCE TO BATTLE!

I DON'T LIKE IT, BUT WHEN DID **THAT** EVER COUNT?
TODAYS YOUTH ARE **BICYCLING WITH A LOOSE**
CHAIN!

HAVE YOU GOT THE **ANODE**
PLUGGED IN TO THE **PLENODE?**
GOOD! NOW JUST SIT BACK AND--

THERE'S PROBABLY AN
INNOCENT EXPLANATION
FOR THIS, BUT IT WON'T
SELL COMIC BOOKS!

CLINK!

ON THE **OTHER** HAND, THIS COULD BE AN **IDEAL**
OPPORTUNITY FOR SOME HIGH-TECH **WIZARDRY**
AND A DASH OF **DERRING-DO!**

LET'S SEE, I'LL NEED SOME **BALING**
WIRE, EPOXY PUTTY AND DUCT TAPE.







NOW, WHAT IS THE DEAL WITH THESE MAGNETIC DONUTS? ISN'T THERE A BETTER WAY TO MAKE YOUR PRODUCTS ATTRACTIVE?

WE GOT WIND OF A SCHEME BY THE NOTORIOUS CLAWED HOPPER GANG TO CONTROL THE CHILDREN OF ST. CANARD. THEY'VE PLANTED DEVICES IN EVERY HOME, SNUGGLED IN BOXES OF CRUNCHY CRUSADERS CEREAL.

CRUNCHY CRUSADERS!

NOW IT BEGINS TO MAKE SENSE!

THROUGH THE DONUT SHOPS I'VE DISTRIBUTED POWERFUL MAGNETS AROUND TOWN TO DISRUPT THE MICROWAVE TRANSMISSIONS OF THE ENEMY EQUIPMENT.

PARENTS ALL OVER ST. CANARD HAVE BEEN NOTIFIED TO PICK UP THE DONUTS AND PLACE THEM NEAR A TV SET.

I'M A PARENT! WHY WASN'T I NOTIFIED?

YOU PROBABLY WERE! WE SENT THEM OUT DISGUISED AS SWEEPSTAKES NOTIFICATIONS!

I SHOULD LOOK AT MY JUNK MAIL!

WHAT WAS THE POINT OF ALL THIS SECRET STUFF WITH THE DISAPPEARING DONUT SHOPS, ANYWAY?!

DONUT SALE

WE'RE A COVERT AGENCY! THAT'S THE WAY WE DO THINGS!

WELL, I PREFER A MORE DIRECT APPROACH!

WAIT! TAKE THESE! YOU MIGHT NEED THEM!

TO BE CONTINUED...

FEAST YOUR EYES

IN 3-D!

GUMMI VISION



IF YOU'VE NEVER SEEN
ONE OF THESE BEFORE, HERE'S HOW IT
WORKS. HOLD THIS PAGE UP TO YOUR EYES, TRY
TO LOOK BEYOND THIS PAGE, INTO THE BACKGROUND.
THEN SLOWLY PULL THE PAGE FROM YOUR FACE AND YOU'LL
DISCOVER A MOUTHFUL OF SQUISHY, FRUITY FUN.

CHECK OUT ALL 4 GUMMI SAVERS® FLAVORS INCLUDING WACKY FROOTZ.

DARKWING DUCK in

CEREAL CRIMES PART III: CLEANING UP THE CRUMBS

THE CHILDREN OF ST. CANARD ARE THE UNWITTING ACCOMPLICES OF THE EVIL CLAWED HOPPER IN A SCHEME TO USE THEIR BRAINS TO CONCEIVE FIENDISH NEW CRIMES, THE LIKES OF WHICH THE WORLD HAS NEVER KNOWN.

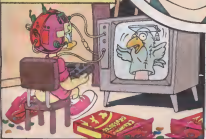


JUST FEED THE PRECIOUS LITTLE TYKES ENOUGH SUGAR, AND LOOK OUT WORLD! HEH, HEH.



MEANWHILE, DARKWING DUCK HAS STUMBLED UPON THE OPERATIONS OF A SUPER-SECRET COVERT AGENCY PLANNING TO THWART THE HOPPER'S SCHEME

BY DISRUPTING HIS ELECTRONIC NETWORK WITH A HUGE MAGNETIC FIELD GENERATED BY MAGNETIC DONUTS.



IF I HADN'T READ IT IN A COMIC BOOK, I WOULDN'T BELIEVE IT!

LISTEN, BUD. THIS STUNT DIDN'T EVEN DESERVE TO BE CLASSIFIED!





AS SOON AS WE LOCATE THAT TRANSMITTER, I'M GOING TO UNMASK THAT PUSILLANIMOUS PUPPET!

GEE, D.W., HOW DO YOU UNMASK A HAND?

OKAY, KIDS! PRESS THE PURPLE BUTTON ON YOUR CRUNCHY CRUSADERS CONTROL PANEL AND WE'RE READY TO BEGIN THE ADVENTURE!

ARE WE GONNA HAVE TO DO BATTLE WITH THEM CRUNCHY FELLAS? LAST WEEK I SAW THEM WIPE OUT A WHOLE ARMY OF DERANGED DENTISTS!

OH, FOR PETE'S SAKE! CAN'T YOU TELL THE DIFFERENCE BETWEEN REALITY AND TELEVISION CARTOON CHARACTERS?

WHAT IS THE DIFFERENCE?

FORGET IT I GOT CARRIED AWAY

4/5

SAVINGS CARD

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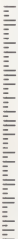
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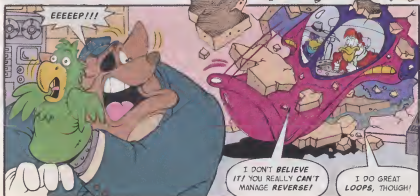
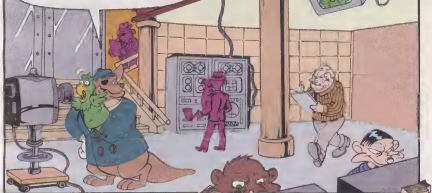
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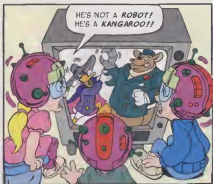
NOW, REMEMBER, KIDDIES, YOU CONTROL AN INTERNATIONAL BANKING CARTEL OUT TO LOOT THE WORLD CREDIT MARKET. YOU NEED TO COME UP WITH A SCHEME TO DEFLATE THE VALUE OF--



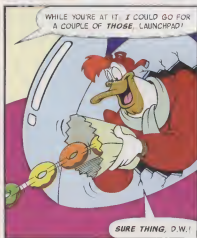
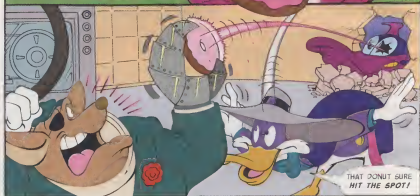
--GRAIN FUTURES IN ORDER TO DIMINISH THE POWER OF THE CRUNCHY CRUSADERS. REMEMBER, YOU ARE THE BAD GUYS! AND YOU LOVE IT! NOTHING CAN STOP--







AS LONG AS IT'S
NOT ON "HARD COPY"
I'LL TAKE MY CHANCE!



DUE TO TROUBLE ON THE NETWORK, BOB THE PARROT HAS BEEN CANCELLED!



YOU KIDS HAVE BEEN CYNICALLY MANIPULATED BY POWERS WHOSE MOTIVES DO NOT COINCIDE WITH YOUR OWN BEST INTERESTS OR THOSE OF SOCIETY AT LARGE.



UNPLUG THOSE SILLY GIZMOS AND GO OUT AND PLAY IN THE SUNSHINE!

THIS IS EVEN WEIRDER THAN THE LAST EPISODE!



...A LIFELESS FLICKERING BOX, WHICH, AS EXPERTS WILL TESTIFY, WILL EVENTUALLY TURN YOUR BRAIN INTO A SOGGY LUMP OF OATMEAL! AND, ABOVE ALL--

ON THE AIR



THAT'S MY DAD!



OFF THE AIR

--NEVER FORGET--HUH?

UH, D.W.? LOOKS LIKE THE KIDS ALL SWITCHED OFF!





Always grab a Coke at home.





END

EXTRA! EXTRA! READ ALL ABOUT IT!



FUN WORKS



MADNESS, MAYHEM, MYSTERY,



Spider-Mania!

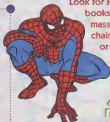
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Last seen swinging his way through town, everyone's favorite super hero was weaving a web of action-packed, crime-fighting fun! Now you too can live the legend of a super hero in a Fun Works exclusive Spider-Man T-Shirt, yours free with the

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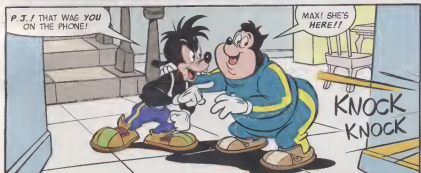
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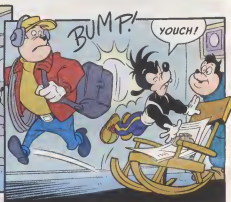
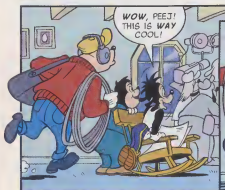
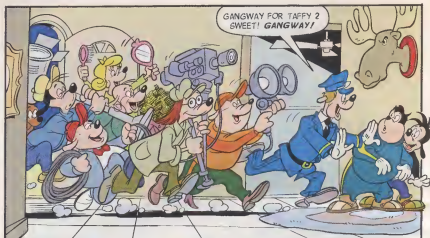
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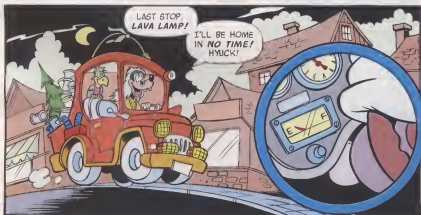
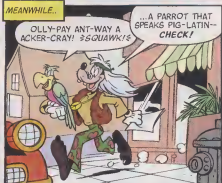
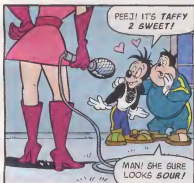
"MAX'S MAKE OVER" part two

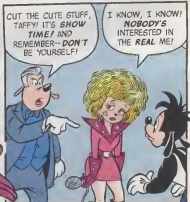
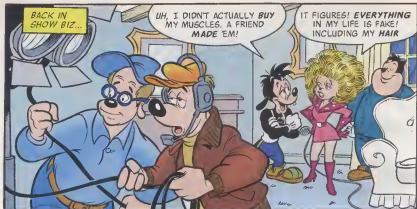


Writer: Janet Gilbert Pencils: Jaime Diaz Studio Inks: Barbero/Tornero Lettering: David Cody Weiss Coloring: Jan Shelley Parker









GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.

#1: Hammer



#2: Karate



HOW TO BREAK IT



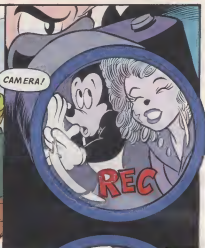
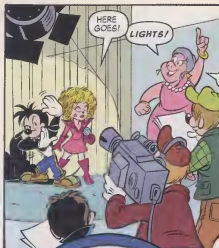
#3: Steamroller

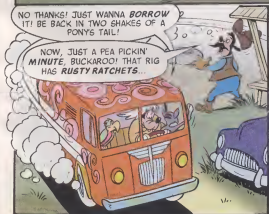
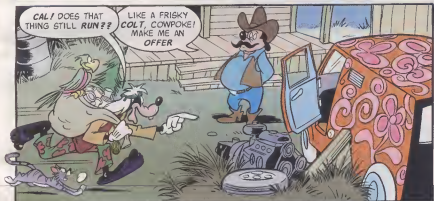
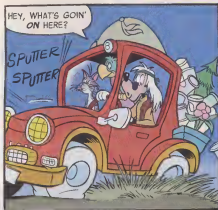


#4: You

GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.

GIMME A BREAK • GIMME A BREAK • BREAK ME OFF A PIECE OF THAT KIT KAT BAR.





BACK
AT THE
HOUSE...

OW! MY HAIR'S
STUCK!

S-SORRY,
TAFFY!
SULP!

FAKE MUSCLES?? WHAT
A LAMEBRAIN IDEA!

HEY, IT WAS MY
LAMEBRAIN IDEA,
LADY! GIMME
CREDIT FOR
SOMETHING!

REC

SCREEEEEECH!!!

CRASH!!!

MAXIE!
I'M
BACK!

DAD!!!

LIKE, THAT'S
YOUR DAD??
TOO REAL!

ON the case

could you be a casebuster?

the casebuster's story

The Casebusters are two kids with a cool hobby: They're private detectives! You can read about all their adventures in the Casebusters books by Joan Lowery Nixon:

- #1 THE STATUE WALKS AT NIGHT
- #2 THE LEGEND OF DEADMAN'S MINE
- #3 BACKSTAGE WITH A GHOST
- #4 CHECK IN TO DANGER

If you think you've got what it takes to be a Casebuster, enter our sweepstakes and tell us why. You could win great prizes!

the contest

How to enter

Write your name and address on a piece of paper and finish this sentence in 25 words or less: I'm qualified to be a Casebuster because _____.

- **25 FIRST PRIZES:** A collectible hardcover copy of Casebusters Mystery #3: **BACKSTAGE WITH A GHOST**, autographed by Joan Lowery Nixon. In this book, the Casebusters investigate several mysterious accidents at an old downtown theater . . . and find that the suspects include a ghost who may not want any company!

► **50 SECOND PRIZES:** A paperback copy of **BACKSTAGE WITH A GHOST**.



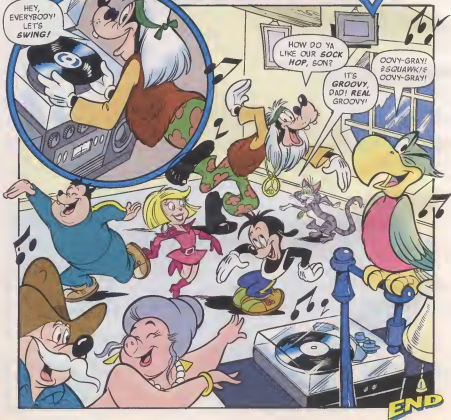
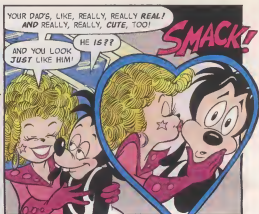
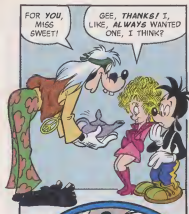
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Disney Press, Casebusters Mystery
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Entries should be postmarked by **October 20, 1995**. Winners will be selected in a random drawing. Casebusters books are available at Barnes & Noble and B. Dalton bookstores and wherever you buy books.





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techno mania

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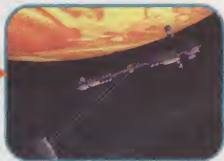
OUTPOST

Players: One
System: PC
with Microsoft
Windows 3.1

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● Your mission: build a civilization on a strange planet. ● You're the

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—John Cade



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doing in there?**

My homework.



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and no one will know how much fun
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who's running
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Hut one, hut two....

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1995

Playoff NFL

VITAL STATS:

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PIGSKIN PICK:

The coolest insert of the season?

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NEW KIDS ON

THE BLOCK: The Carolina Panthers



Start the new season with 1995 Playoff NFL (top and above right) and 1995 Fleer NFL Football (above left).



TERRY ALLEN

and Jacksonville Jaguars debut with each team's logo and No. 1 draft choice (Panther Kerry Collins and Jaguar Tony Boselli).

1995 Fleer NFL Football

VITAL STATS:

Four hundred borderless cards with foil stamping and UV coating. Each of the six divisions has a completely

different design.

ROOKIE REPORT: The Rookie Sensation insert, found only in 17-card packs, includes 20 of the top rookies of 1994, including DeWayne Washington and Heath Shuler.

CAN'T TOUCH THIS!

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puzzles

..... use your brain!

pool party

Instant fun—just add water. Can you spot the 12 items in this crazy pool-party scene that begin with the letter P?



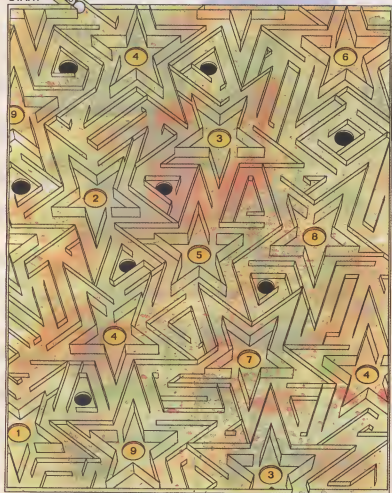
PICKLE POOL PIZZA PHONE PINEAPPLE PORCUPINE
POPSICLE PENGUIN POODLE PIG PALM TREE PIRATE

pint-size pinball •



**So you think you're a pinball wizard?
Guide the pinball from start to finish to
find out if you really are a star player.
Careful: Don't tilt!**

START

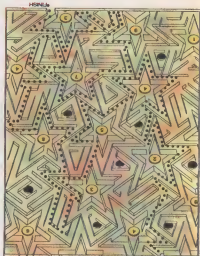


FINISH

Answers



POOL PARTY



PINT-SIZE PINBALL

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Sell
12 Items

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BANK
Sell 11 Items

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Sell 48 Items

SEGA
GENESIS
Sell
48 Items

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KAR MECHANICS
"POWER GEARS"
Sell 11 Items

NBA
"SLAMMER"
BACKBOARD
Sell 10 Items

KARAOKE
MUSIC
SYSTEM
Sell
19 Items

NFL
STARTER
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HAT
Sell 9 Items each

TEXASPORT TWO PERSON
DOME TENT
Sell 14
Items

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Sell 10 Items
each

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ILLUMINATOR
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Sell
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9 Items

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BASKET
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"TAZ"
ALARM
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Sell
7 Items

RCA
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Sell 44 Items

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12 Items each

AQUA
TANK
Sell
10 Items

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Sell 8 Items

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NFL WATCH
Sell 15 Items each

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Phyllis

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Sean



Pumbaa hit the beach in

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Liz



"Kahuna Pumbaa."

Holly

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